

IN THE CLAIMS

Please amend the claims as follows:

1. (original) A method for driving multiple applications ($A_1, A_2, A_3, \dots, A_n$) by a common dialog management system (1) where a unique set of auditory icons ($S_1, S_2, S_3, \dots, S_n$) is assigned to each application ($A_1, A_2, A_3, \dots, A_n$), and where the common dialog management system (1) informs a user () of the status of an application ($A_1, A_2, A_3, \dots, A_n$) by playback, at a specific point in a dialog flow, of a relevant auditory icon ($I_1, I_2, I_3, \dots, I_n$) selected from the unique set of auditory icons ($S_1, S_2, S_3, \dots, S_n$) of the respective application ($A_1, A_2, A_3, \dots, A_n$).
2. (original) A method according claim 1, where the auditory icons ($I_1, I_2, I_3, \dots, I_n$) of an application ($A_1, A_2, A_3, \dots, A_n$) are played back to indicate to the user a change in operational status of an application ($A_1, A_2, A_3, \dots, A_n$).
3. (currently amended) A method according to claim ~~1 or claim 2~~, where an application ($A_1, A_2, A_3, \dots, A_n$) submits a set of auditory icons ($S_1, S_2, S_3, \dots, S_n$) and associated instructions concerning the use thereof to the dialog management system (1).

4. (original) A method according to claim 3, where identifying information for the individual auditory icons ($I_1, I_2, I_3, \dots, I_n$) of an application ($A_1, A_2, A_3, \dots, A_n$) and associated instructions are obtained by the dialog management system (1), and the auditory icons ($I_1, I_2, I_3, \dots, I_n$) are retrieved by the dialog management system (1), from the application ($A_1, A_2, A_3, \dots, A_n$) upon request.

5. (original) A method according to claim 3, where the complete set of auditory icons ($S_1, S_2, S_3, \dots, S_n$) of an application ($A_1, A_2, A_3, \dots, A_n$) is acquired by the dialog management system (1) at the outset of a dialog flow between the user and the application ($A_1, A_2, A_3, \dots, A_n$) or upon activation or installation of the application ($A_1, A_2, A_3, \dots, A_n$).

6. (currently amended) A method according to ~~any of the preceding claims~~claim 1, where the dialog management system (1) supplies an application ($A_1, A_2, A_3, \dots, A_n$) with a unique set of auditory icons ($S_1, S_2, S_3, \dots, S_n$), by modifying non-unique auditory icons ($I_1, I_2, I_3, \dots, I_n$) in a set of auditory icons ($S_1, S_2, S_3, \dots, S_n$) of the application ($A_1, A_2, A_3, \dots, A_n$) and/or choosing unique auditory icons ($I_1, I_2, I_3, \dots, I_n$) for the application ($A_1, A_2, A_3, \dots, A_n$) from a collection (13) of auditory icons.

7. (currently amended) A method according to ~~any of the preceding~~
~~claims~~claim 1, where the set of auditory icons ($S_1, S_2, S_3, \dots, S_n$)
for playback in a dialog flow between a user and an application
($A_1, A_2, A_3, \dots, A_n$) comprises at least one unique start auditory
icon, for playback at commencement of the dialog flow and/or at
least one unique end auditory icon, for playback at conclusion of
a dialog flow.

8. (currently amended) A method according to ~~any of the preceding~~
~~claims~~claim 1, where the set of auditory icons ($S_1, S_2, S_3, \dots, S_n$)
for playback in a dialog flow between a user and an application
($A_1, A_2, A_3, \dots, A_n$) comprises a number of unique informative
auditory icons ($I_1, I_2, I_3, \dots, I_n$), for playback at specific points
during the dialog flow where each auditory icon ($I_1, I_2, I_3, \dots, I_n$)
describes a particular type of feedback from the application ($A_1,$
 A_2, A_3, \dots, A_n).

9. (currently amended) A method according to ~~any of the preceding~~
~~claims~~claim 1, where auditory icons ($I_1, I_2, I_3, \dots, I_n$) and/or
playback characteristics of the auditory icons ($I_1, I_2, I_3, \dots, I_n$)
are specified for a user in a user profile (3).

10. (original) A dialog management system (1) for driving a

number of applications ($A_1, A_2, A_3, \dots, A_n$), comprising

- an input detection arrangement (4) for detecting user input (5) to the system;
- a sound output arrangement (6) for outputting audible prompt (7) ;
- a core dialog engine (8) for coordinating a dialog flow by interpreting user input (5) and generating output prompts ();
- an application interface (10) for communication between the dialog management system (1) and the applications ($A_1, A_2, A_3, \dots, A_n$);
- a source of unique sets of auditory icons ($S_1, S_2, S_3, \dots, S_n$) assigned to the applications ($A_1, A_2, A_3, \dots, A_n$);
- and an auditory icon management unit (11) for selecting relevant auditory icons ($I_1, I_2, I_3, \dots, I_n$) from the unique sets of auditory icons ($S_1, S_2, S_3, \dots, S_n$) corresponding to the applications ($A_1, A_2, A_3, \dots, A_n$) for playback at specific points in the dialog flow.

11. (original) A dialog management system (1) according to claim 11, comprising a means (15) for allowing the user to input auditory icons ($I_1, I_2, I_3, \dots, I_n$).

12. (currently amended) A dialog management system (1) according to claim 11 ~~or claim 12~~, comprising an interface (14) for obtaining sets of auditory icons ($S_1, S_2, S_3, \dots, S_n$) or individual auditory icons ($I_1, I_2, I_3, \dots, I_n$) from an external source (12)

13. (currently amended) A computer program product directly loadable into the memory of a programmable dialog management system (1) comprising software code portions for performing the steps of a method according to ~~claims 1 to 10~~claim 1 when said product is run on the dialog management system (1).